

Transcript for UDL Presentation

1. Sandra C. Johnson
2. The inspiration for UDL emerged from the architectural concept of universal design. It was supposed to provide a means to promote the design of products and environments that would appeal to all people,” You will find several physical examples such as the open door concept for wheel chairs to pass and the handicap assessable sidewalk. Other examples may also include fire alarm with strobe lights and lever door handles instead of door knobs.
3. According to CAST (Center for Applied Special Technology) Universal Design for Learning is a set of principles for curriculum development that give all individuals equal opportunities to learn.
4. There are three very unique networks that are just unique as a finger print. These Neutral networks include recognition, strategic and affective. Each network will be explained in detail further in the presentation.
5. The recognition network is the what of learning. It includes the means by which a student recognizes data. The student uses their senses such as taste, smell, see and hearing and touch to put information in to categories for learning.
6. There are several instructional methods that can be used to achieve to target the neutral network. Examples include) providing the same information through different [modalities](#). This is achieved by offering different types of visual and auditory modes. Examples include multimedia, enlarged print and etc...Teachers may provide vocabulary list and pre teach some of the terms that will be needed for complex lessons in the future. Other options include highlighting words, the use of outlines, graphic organizers and providing of examples as well as non-examples.
7. The strategic networks include the how of learning. It is the means by which a student plans and performs task.
8. UDL strategic networks instructional methods can include but is not limited to providing alternatives for physically interacting with materials by hand, voice, joystick, keyboard, or adapted keyboard, Composing assignments in multiple media such as text, speech, drawing, illustration, comics, storyboards, design, film, music, visual art, sculpture, or video and solving problems using a variety of strategies.
9. Affective networks of the brain include the why of learning. It is the means by which students get engaged and stays motivated. What challenges, excites or interest a student is explored.
10. Some UDL Affective Network Instructional Methods include but are not limited to involving learners, where and whenever possible, in setting their own personal academic and behavioral goals, Creating expectations for group work (e.g., rubrics, norms, etc.) and providing feedback that is frequent, timely, and specific.
11. The use of technology helps to make UDL more obtainable. It allow educators to use various resources to reach all students It also can be displayed different formats, Information can be transformed and it can be linked to other work. Some examples of technology include but are not limited to wikis, blogs, promethean boards, word processors, digital timelines, audio books, I pads, MP3 players, DVDs .

12. Here at A R Johnson students will be positively impacted by UDL. All students will have an opportunity to learn regardless of disability, creed, language and various other differences through the use of different materials, supplies and resources. Students can be creative, engaged and more confident.
13. Brain research ultimately reveals that each brain processes information differently. There must be an understanding of the neural networks that were introduced earlier in this presentation. The understanding helps us to appreciate the unique strengths and weakness of the individual student. The brain processes patterns, actions, plans and emotions.
14. In the real world of education there are no regular students. UDL provides ways for staff to support students by offering different options based on situation and or learning style of neural network. Examples that a student may suggest, use or offer to a student includes: providing illustrations as well as text, Option to use media /technology, Spell checkers and word processors.
15. The CAST UDL Book Builder allows students to create books that can be published and share. Students will be able to create a product that showcases their special talents and skills
16. **The CAST Universal Design for Learning (UDL) Lesson Builder** provides educators with models and tools to create and adapt lessons that increase access and participation in the general education curriculum for all students. Educators are able to modify lessons that they already use and make them more user friendly for all students in the classroom.
17. The CAST Online Curriculum self check is a free online tool helps educators build options and flexibility into each element of the curriculum (goals, methods, materials, and assessments) in order to reach and engage all students.
18. Resources: Center for Applied Special Technology. (2009). UDL guidelines, version 1.0 Retrieved from <http://www.cast.org/publications/UDLguidelines/version1.html> . Laureate Education, Inc. (Executive Producer). (2009). Universal Design for Learning .Baltimore: Author.
19. Resources: Laureate Education, Inc. (Executive Producer). (2009). Universal Design for Learning .Baltimore: Author. Rose, D., & Meyer, A. (2002). Teaching every student in the digital age: Universal design for learning. Retrieved from <http://www.cast.org/teachingeverystudent/ideas/tes>